IN THE CLAIMS

Please amend the claims as follows:

1. (currently amended) A method for utilizing vectors in a video game, comprising:

computing a plurality of vectors along one or more graphical paths in the video game, each of the one or more graphical paths associated with a ~~player character~~ game object that previously traversed the graphical path; and

displaying the plurality of computed vectors along the one or more graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors, wherein the computed vector affects the motion of the game object during a subsequent traversal of the graphical path.

2. (original) The method of claim 1, wherein the plurality of vectors are a plurality of net resultant force vectors.

3. (currently amended) The method of claim 1, wherein computing the plurality of vectors includes ~~further comprises~~ computing the plurality of vectors based upon phenomenological laws.

4. (currently amended) The method of claim 1, wherein [[the]] computing the plurality of vectors includes ~~further comprises~~ computing the plurality of vectors based upon physical laws of nature.

5. (currently amended) The method of claim 1, wherein [[the]] computing the plurality of vectors occurs ~~further comprises computing the plurality of vectors~~ in real time.

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6. (currently amended) The method of claim 1, ~~wherein the displaying~~ further comprising ~~comprises~~ displaying a ~~the plurality of vectors along the one or more graphical paths as a plurality of colored vectors, a color of a vector of the plurality of vectors indicating a character~~ state of the game object.

7. (cancelled)

8. (currently amended) The method of claim 1 [[7]], further comprising displaying an indication of ~~determining a color for a vector of the string of vectors based upon~~ an elapsed time of a current video game session in conjunction with the visual string of path markers ~~and an elapsed time associated with the vector of the string of vectors~~.

9. (currently amended) The method of claim 8, wherein the indication of the elapsed time of the current video game session includes displaying an other colored path marker of ~~the determining further comprises selecting~~ a selected ~~first~~ color in the visual string of colored path markers ~~for the vector~~ if the elapsed time of a previous video game session ~~associated with the vector~~ is greater than the elapsed time of the current video game session.

10. (currently amended) The method of claim 8, wherein the indication of the elapsed time of the current video game session includes displaying an other colored path marker of ~~the determining further comprises selecting~~ a selected color in the visual string of colored path markers ~~for the vector based upon a character state associated with the vector~~ if the elapsed time of a previous video game session ~~associated with the vector~~ is less than or equal to the elapsed time of the current video game session.

11. (currently amended) The method of claim [[10]] 6, wherein the ~~character state associated with the vector~~ state of the game object is an 'on the ground' state.

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12. (currently amended) The method of claim [[10]] 6, wherein the ~~character state associated with the vector~~ state of the game object is an 'airborne' state.

13. (currently amended) The method of claim [[10]] 6, wherein the ~~character state associated with the vector~~ state of the game object is a 'crashed' state.

14. (currently amended) The method of claim [[7]] 1, wherein the previous traversal of the graphical path [[run]] is a 'best time' run.

15. (currently amended) The method of claim [[7]] 1, wherein the previous traversal of the graphical path [[run]] is a run selected from one or more previous runs.

16. (currently amended) The method of claim 1, further comprising storing the plurality of computed vectors along the one or more graphical paths [[to]] in a data cache.

17. (currently amended) The method of claim 1, wherein the displayed plurality of computer vectors are used ~~further comprising using the plurality of vectors~~ to tune game dynamics of the video game with respect to identifying vectors along the one or more graphical paths.

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18. (currently amended) A computer-readable storage An electronic-readable medium having embodied thereon a program, the program being executable by a machine to perform a method for utilizing vectors in a video game, the method comprising:

    computing a plurality of resultant force vectors in real time along one or more graphical paths in the video game, each of the one or more graphical paths associated with a player-character game object that traversed the graphical path; and

    displaying the plurality of computed resultant force vectors along the one or more graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed resultant force vector from amongst the plurality of computed resultant force vectors, wherein the computed resultant force vector affects the motion of the game object during a subsequent traversal of the graphical path.

19. (currently amended) The computer-readable storage electronic-readable medium of claim 18, wherein the displaying further comprises comprising displaying a the plurality of resultant force vectors in real time along the one or more graphical paths as a plurality of colored resultant force vectors, a color of a resultant force vector of the plurality of resultant force vectors indicating a character state of the game object.

20. (cancelled)

21. (currently amended) The ~~computer-readable storage~~ electronic-readable medium of claim [[20]] 18, further comprising displaying an indication of ~~determining a color for a resultant force vector of the string of resultant force vectors based upon~~ an elapsed time of a current video game session in conjunction with the visual strong of path markers ~~and an elapsed time associated with the resultant force vector of the string of resultant force vectors~~.

22. (currently amended) The computer-readable storage ~~electronic-readable~~ medium of claim 21, wherein the indication of the elapsed time of the current video game session includes displaying an other path marker of ~~the determining further comprises selecting~~ a selected first color in the visual string of colored path markers ~~for the resultant force vector~~ if the elapsed time of a previous video game session ~~associated with the resultant force vector~~ is greater than the elapsed time of the current video game session.

23. (currently amended) The computer-readable storage ~~electronic-readable~~ medium of claim 21, wherein the indication of the elapsed time of the current video game session includes displaying an other path marker of ~~the determining further comprises selecting~~ a selected color in the visual string of colored path markers ~~for the resultant force vector based upon a character state associated with the resultant force vector~~ if the elapsed time of a previous video game session ~~associated with the resultant force vector~~ is less than or equal to the elapsed time of the current video game session.

24. (currently amended) The computer-readable storage ~~electronic-readable~~ medium of claim [[20]] 18, wherein the previous traversal of the graphical path [[run]] is a 'best time' run.

25. (currently amended) The computer-readable storage ~~electronic-readable~~ medium of claim 18, further comprising storing the plurality of computed resultant force vectors [[to]] in a data cache.

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26. (currently amended) An electronic entertainment system for utilizing vectors in a video game, comprising:

a data cache configured to store graphical path data associated with ~~a current video game session and~~ one or more previous video game sessions, wherein the graphical path data is further associated with a game object that traversed a graphical path corresponding to the graphical path data;

a processor configured to compute a plurality of force vectors associated with the game object that traversed the one or more graphical paths during the one or more previous video game sessions, ~~each of the one or more graphical paths associated with a player character~~; and

a display device configured to display the plurality of computed force vectors as a visual string of colored path markers during a current video game session, the color of each of the path markers in the visual string of path markers indicating a computed force vector from amongst the plurality of computed force vectors, wherein the computed vector affects the motion of the game object during a subsequent traversal of the graphical path.

27. (currently amended) The electronic entertainment system of claim 26, wherein the graphical path data includes data corresponding to the plurality of computed force vectors.

28. (currently amended) The electronic entertainment system of claim 26, wherein the processor is further configured to compute a ~~color of a force vector from the plurality of force vectors, the color of the vector from the plurality of force vectors indicating a character~~ state of the game object.

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29. (currently amended) The electronic entertainment system of claim 26, wherein the processor is further configured to retrieve <u>from the data cache</u> the graphical path data associated with <u>the game object that traversed the graphical path during</u> one of the one or more previous game sessions <u>and for display by the display device as a visual string of colored path markers</u> ~~and to generate a string of force vectors~~.

30. (currently amended) The electronic entertainment system of claim 29, wherein the processor is further configured to <u>display an indicia of elapsed time</u> ~~determine a color of a force vector of the string of force vectors~~ based upon an elapsed time of the current video game session and an elapsed time ~~associated with the force vector~~ <u>of the previous video game session</u>.

31. (currently amended) The electronic entertainment system of claim [[29]] <u>28</u>, wherein the processor is further configured to <u>cause the display of an indicia of the</u> ~~determine a color of a force vector of the string of force vectors based upon a character~~ state <u>of the game object on the display device</u> ~~associated with the force vector~~.

32. (currently amended) The electronic entertainment system of claim 26, <u>wherein the data cache configured to store the graphical path data is</u> ~~further comprising~~ a memory card ~~configured to store the graphical path data~~.

33. (currently amended) The electronic entertainment system of claim 26, wherein the processor is further configured to generate and store graphical path data <u>corresponding to</u> [[of]] the current video game session in the data cache.

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34. (currently amended) The electronic entertainment system of claim [[27]] 26, wherein the processor is further configured to store the graphical path data of the current video game session in the data cache as a 'best time' run graphical path data if a total elapsed time of the current video game session is less than total elapsed times associated with the one or more previous video game sessions.

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35. (currently amended) A system for utilizing vectors in a video game session, comprising:

> means for computing a plurality of vectors along one or more graphical paths in the video game session, each of the one or more graphical paths associated with a ~~player character~~ game object that previously traversed the graphical path; and

> means for displaying the plurality of computed vectors along the one or more graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors, wherein the computed vector affects the motion of the game object during a subsequent traversal of the graphical path.

36. (new) The system of claim 35, wherein the game object is a player character under the control of a user playing a video game as a part of the video game session.

37. (new) The method of claim 1, wherein the game object is a player character under the control of a user of the video game.

38. (new) The computer-readable storage medium of claim 18, wherein the game object is a player character under the control of a user of the video game.

39. (new) The electronic entertainment system of claim 26, wherein the game object is a player character under the control of a user of the electronic entertainment system.

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